REFERENCE SHEET
for Amstrad CPC computers

BEFORE YOU START
You will almost certainly want to save the state of the game at various times during play. Disk users should format at least one blank disk before starting the game: you cannot format a new disk once the game has started. Tape users should have ready a blank cassette.

LOADING THE GAME
Power up the system in the normal way, insert the cassette or disk, then type RUN"CQ" and press *RETURN*.

SAVING THE STATE OF THE GAME
There are two ways to save the game: to disk/cassette or to memory. Saving to memory is very fast, but of course when you switch your computer off the information will be lost. When you type SAVE while playing an adventure the computer will offer these options in turn:

Save to memory
If you type y and press *RETURN* the program will respond Completed and the game will continue. When you save to memory any previous memory save is overwritten.

If you wish to save to disk/cassette instead type n and press *RETURN*.

Save to disk/cassette
When the message Save to cassette is displayed type y and press *RETURN* (the computer will automatically save to disk rather than cassette if the program was loaded from disk). Insert the cassette or disk when prompted and press *RETURN*.

When the save is complete the message Completed will appear, and the game will continue - unless a disk error occurs, in which case the message Failed will be displayed.

RESTORING THE GAME
If you have saved the game you can restore the state of play at any time by typing RESTORE during the game. You can restore from memory or disk/cassette, though when you save to memory that data is lost when you quit the game, or power off your computer. The instructions displayed are much the same as for saving: the message Restored will appear when the restore process is complete.

MACRO INSTRUCTION KEYS
The function keys F0, F1, F2, and F3 are used to recall macros that have previously been created. To create a macro type the command line, then press F4, F5, F6, or F7 (F4 corresponds to F0 and so on).

INSERT KEY
The F8 key can be used as an insert key.

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